

FIG. 1

Resolving Pointing Ambiguities in Graphical User Interfaces using Implicit Information

FIG. 2

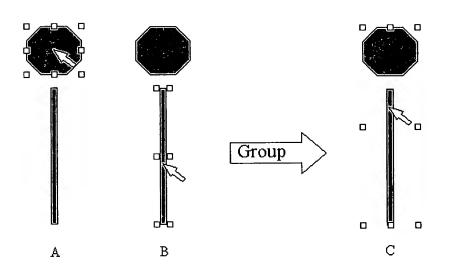


FIG. 3

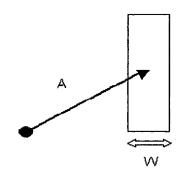


FIG. 4

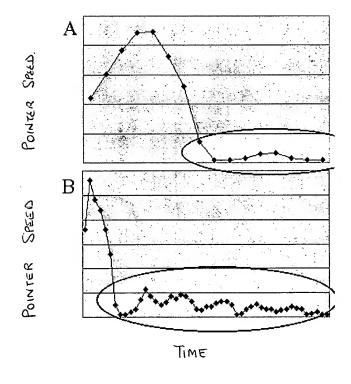


FIG. 5

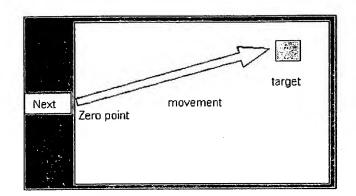
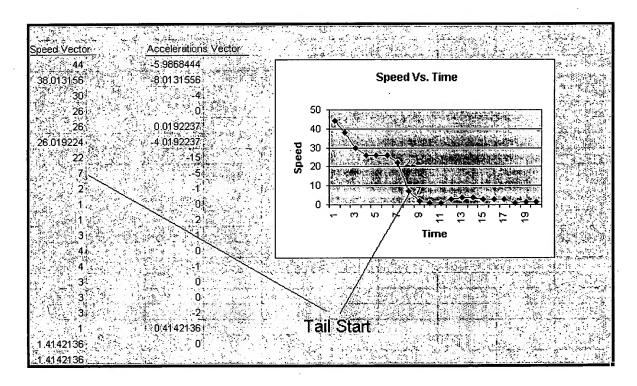
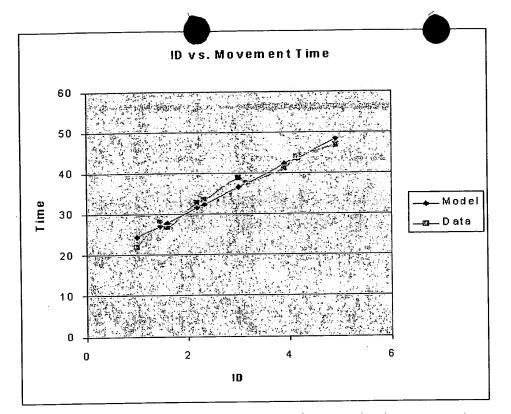


FIG. 6



**FIG.** 7



**FIG. 8** 

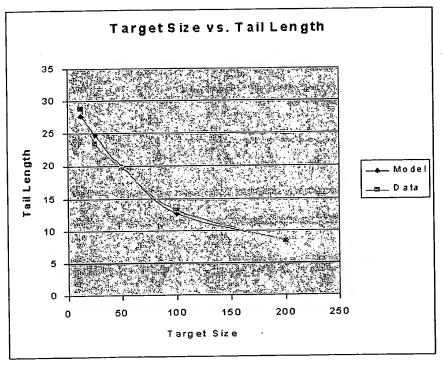


FIG. 9

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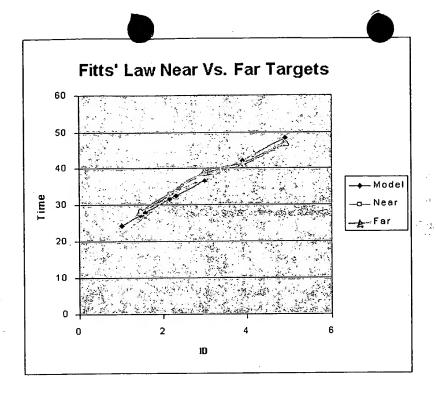
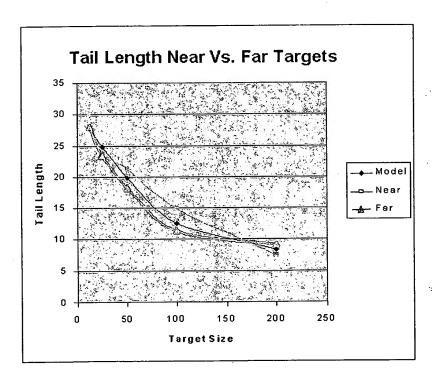
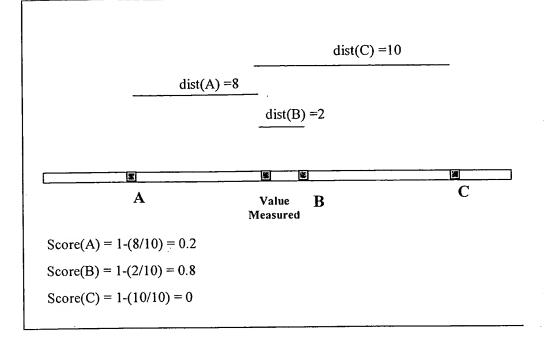


FIG. 10



**FIG. 11** 



**FIG. 12** 

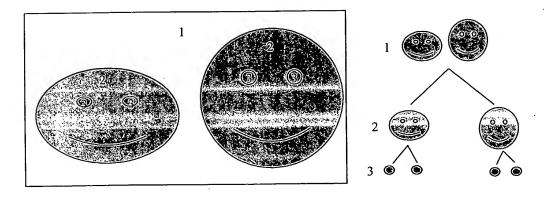


FIG. 13

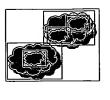






FIG. 14



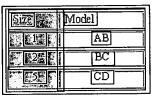


FIG. 15

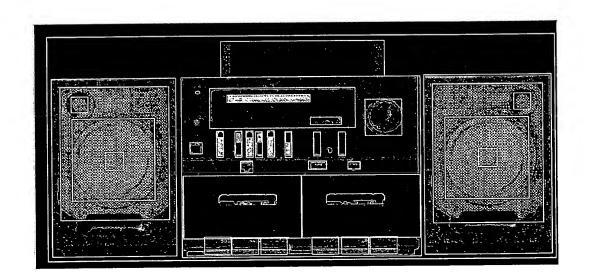


FIG. 16